PERFORMANCE 7™

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PERFORMANCE/7™

P7CY

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Users Manual

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Program and Manual

Written by Steve Leonard

For The Commodore C-64 Computer

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This program and manual were written and manufactured
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PERFORMANCE/7

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Introduction

Welcome to the world of MIDI !!!

Mimetics Corp. is proud to offer PERFORMANCE/7 as the second in a series of MIDI application software packages for the professional musician.

PERFORMANCE/7 was developed to assist the owner of a Yamaha DX7 synthesizer coupled with a computer in live performance or studio applications where it is desirable to have many banks of voices immediately available for the performers use.

The PERFORMANCE/7 diskette provides the following capabilities...

* The ability to transmit any one of seven BANKS of voices in less than 2 seconds to the DX7 in performance situations

* The ability to save any BANK of voices from the DX7 to diskette

* The ability to SWAP any voices within a BANK of 32 voices

Setting Up

First, here's a list of the equipment you'll need to use the PERFORMANCE/7 software :

1.) One Yamaha DX7 synthesizer
2.) A Commodore 64 computer
3.) One 5 1/4 inch disk drive
4.) A video monitor or television
5.) A Passport Designs or compatible MIDI Interface Card
6.) Two 5-pin DIN cables
7.) A copy of the PERFORMANCE/7 software
8.) An audio monitoring system
9.) Some electricity !

Step 1

Turn the power off on the DX7 and the computer. To be absolutely sure you do not damage your equipment you may wish to unplug the power cables. If you fail to turn the equipment off before proceeding YOU MAY CAUSE SERIOUS DAMAGE TO YOUR GEAR costing you a lot of time and money !!!

Step 2

Connect the MIDI interface card to the coputer according to the directions included with the card.

Step 3

Connect the 5 pin DIN cable from the OUT connector of the interface card to the MIDI IN connector on the back of the DX7. Connect The other 5 pin DIN cable from the IN connector of the interface card to the MIDI OUT connector on the back of the DX7.

Step 4

Turn on your DX7 and set it up to receive on MIDI Ch. #1. If you're not sure how to do this see page 56 of your DX7 Owners Manual or follow the instructions below.

1.) Locate and press the orange colored button marked FUNCTION to the left and just below the LCD display on the DX7.

2.) Locate and press the FEEDBACK button (#8) once. The LCD display should read 'MIDI CH=1'. If it doesn't locate and press the -1 (NO/OFF) button just next to the DATA ENTRY slider and press it as many times as necessary until the LCD reads 'MIDI CH=1'.

3.) Now press the FEEDBACK (#8) button a second time. If the LCD reads 'SYS INFO AVAIL' then go to Step 5. Otherwise locate the +1 (YES/ON) button next to the DATA ENTRY slider and press it until the LCD reads 'SYS INFO AVAIL'.

Step 5

In order for the DX7 to be able to receive information from the computer THE MEMORY PROTECT MUST BE TURNED OFF !!!. It is not necessary to do this now but if you want to send voices or banks from the computer to the DX7 later on you will need to complete Step 5. The computer ALWAYS reads information from the DX7 (as long as the DX7 is actually sending something).

Locate and press the INTERNAL MEMORY PROTECT button located just above and to the left of the LCD display. The display will either read INTERNAL OFF or INTERNAL ON. To turn the memory protect off locate the -1 (NO/OFF) button and press it until the LCD reads INTERNAL OFF.

Step 6

Locate and press the INTERNAL MEMORY SELECT button just below and to the left of the LCD display until the LCD reads INTERNAL VOICE on the top line of the display.

NOW WE'RE READY TO POWER-UP THE COMPUTER !!!

1.) Insert the Mimetics PERFORMANCE/7 diskette into the disk drive. The label on the diskette should be face up closest to you and the small oval cut-out on the bottom of the diskette should go into the disk drive first.

2.) Turn on the disk drive, computer, video monitor or T.V. and your audio system.

3.) Close the disk drive door.

4.) Type in the following line EXACTLY.

```
Load "PERF7",8,1
```

The disk will start to spin and the program will then load and run.

Here we go...

Using the Program

A. General Description

The PERFORMANCE/7 software has several functions and modes of operation. The MAIN MENU which is displayed when you first boot the diskette allows you to select one of three programs to run:

The first is the CHANGE program which allows you to specify what BANKS of voices you want loaded from the diskette into the computer when the PERFORMANCE/7 program is running.

The second is the SWAPPER program which allows you to save BANKS from the DX7 to the diskette for the PERFORMANCE/7 program. It also allows you to SWAP the individual voices within the BANK of voices currently loaded into the computer.

The third and final program is the PERFORMANCE/7 program which allows you to transfer any one of seven banks of 32 voices from the computer to the DX7 in less than 2 seconds.

To insure that you do not lose the BANK data that is in your DX7, You should perform the following steps exactly when you first boot the PERFORMANCE/7 diskette.

1.) Select the SWAPPER program from the MAIN MENU when you first boot the diskette. See the section on the MAIN MENU to see how this is done.

2.) With the SWAPPER program now executing, perform the RECEIVE function and then the SAVE function.

You have now saved whatever BANK you had in your DX7 to the PERFORMANCE/7 diskette. You can now transfer BANKS from the Program ROMS or from your Data RAMS into the DX7's internal memory so that you can transfer them to the computer in the SWAPPER program and SAVE them to disk for use in the PERFORMANCE/7 program.

****
* NOTE: *
****

Since the SWAPPER program will only transfer the BANK from the DX7's internal memory to the computer, it will be necessary for you to initially transfer the BANKS from your ROMS and RAMS into the internal memory before you can transfer and SAVE them using the SWAPPER program.

You should now run The CHANGE program and change the name of BANK #1 to whatever name you selected to SAVE your original DX7's BANK.

The Main Menu

You should see the following figure diplayed on the screen when you first 'boot' the diskette.

```
                    PERFORMANCE/7
                    -------------

          PRESS:
          ------


               <F1> TO RUN PERFORMANCE/7

               <F3> TO CHANGE / ENTER BANKS

               <F5> TO RUN SWAPPER


          WHICH ?
```

This is the Main Menu which allows you to select which one of the three programs you wish to run.

Pressing the <F1> key tells the computer to run PERFORMANCE/7 which allows you to transfer any one of seven BANKS of voices to the DX7.

Pressing the <F3> tells the computer to run the CHANGE program which allows you to specify which BANKS will be loaded into the computer when the PERFORMANCE/7 program is running.

Pressing the <F5> key tells the computer to run the SWAPPER program which allows you to save BANKS of voices from the DX7 to diskette, SWAP or re-organize the voices within a loaded BANK and perform disk functions.

Each of these programs will be explained in detail in the following pages.

The Change Program

The following figure represents what is displayed on the screen when you have selected the Change program from the Main Menu.

```
                PERFORMANCE/7 BANK LOADER
                -------------------------



          ENTER LOADER: FILE # (1-9)



                HIT <RETURN> TO EXIT
```

The program is asking you choose WHICH of the possible NINE Loader files you wish to change. Each Loader file contains the names of seven banks of sounds which will be loaded when you select that file. For example, here are some possibilities:

	Loader:1	Loader:2	Loader:3	etc...
BANK:1	MINE1	HIS1	HERS1	
" 2	MINE2	HIS2	HERS2	
" 3	MINE3	HIS3	HERS3	
etc.				
BANK:7	MINE7	HIS7	HERS7	

Each Loader file contains seven banks. Each BANK contains 32 sounds. Therefore you ultimately have available to you 9 files times 7 banks times 32 sounds or 2,016 sounds !!! That's a lot of sounds. Two points which should be covered:

First, you will not be able to save 63 banks and 9 Loader files on a single diskette. You will be able to store 27 different banks and several Loader files on one diskette.

Second, while all of these sounds are available, the computer actually only holds 7 banks (or if you prefer, one Loader file) at a time.

All this brings us back to the prompt you see above. Since the purpose of the CHANGE program is to organize the order of the nine banks contained in a Loader file, you need to tell the computer which file you want. To do this, simply press a key on the computer between 1 and 9 which corressponds to the Loader file number.

The Change Program cont'd

After you have pressed a key on the computer between 1 and 9, the bottom line on the computer screen will read:

INSERT DISKETTE AND HIT A KEY

If you are using the system for the first time just hit any key now.

This feature was incorporated to allow you to change disks since you might want to change a Loader file on a different diskette. For example, you might have Loader files #1, 2 and 3 on disk A and Loader files #4, 5, and 6 on disk B. Disk A might be a live performance diskette and disk B could be a studio or rehearsal diskette.

All nine Loader files were contained on the master diskette when you purchased it and also on the backup diskette you received when you mailed in your warranty card. You do not have to create these files yourself; it has already been done for you. You will, however, have to enter the names of the banks you want in the Loader files yourself.

At this point the computer will display:

LOADING LOADER:1

Assuming you pressed 1 at the previous prompt, the disk drive will whizz and whir and then you will see:

PERFORMANCE/7 BANK LOADER

NAME OF BANK # 1 :

NAME OF BANK # 2 :

NAME OF BANK # 3 :

NAME OF BANK # 4 :

NAME OF BANK # 5 :

NAME OF BANK # 6 :

NAME OF BANK # 7 :

IS THIS CORRECT (Y/N) ?

The Change Program cont'd

If you press <N> on the computer then you may enter the names of the banks of voices that you want when this Loader file is loaded in the PERFORMANCE/7 program. Let's assume that you wish to change the names of the banks in this file. When the flashing prompt appears, simply type in the name of the BANK you want loaded. The name of the BANK must be a least one character long but no more than 10 characters in length. It is not necessary to have a BANK specified in every location. If you just want BANKS # 1,3,5 and 7, that would be perfectly acceptable.

Hitting the <RETURN> key without specifying a BANK name retains whatever BANK name is displayed in that location. If no BANK name was displayed (I.e. the BANK is empty), then that BANK will remain empty.

To ERASE a BANK from a location without replacing it with another BANK, press and hold both the <CTRL> key and the <X> key at the same time. Now when you press the <RETURN> key, no BANK will be loaded into that location.

When you have cycled thru all seven entries, the computer will ask you if all the entries are correct. If they are press the <Y> key. The display will now read:

INSERT DISKETTE AND HIT A KEY

Assuming you have the correct diskette in the disk drive, the computer will then store the Loader file on the diskette. If the BANK names are not correct, press the <N> key and the entire process will begin again.

Invalid BANK names will confuse the PERFORMANCE/7 program and you may not get all the BANKS into memory that you wanted. If this occurs, simply re-run the CHANGE program and either select a valid BANK in that location or ERASE it using the procedure described above.

Once again assuming everything has been successfully completed the display will read:

(Y) FOR ANOTHER FILE, <RETURN> TO QUIT

If you press Y on the computer keyboard, the entire Change program will begin again so that you may modify another file. If you press the <RETURN> key, you will terminate the Change program and return to the Main Menu.

The SWAPPER Program

The following figure represents what is diplayed on the screen when you have selected the SWAPPER program.

```
                    SWAPPER
                    -------

ENTER:
------

        <F1> FOR CATALOG

        <F2> TO DELETE FILES

        <F3> TO LOAD A BANK

        <F4> TO QUIT PROGRAM

        <F5> TO RECEIVE A BANK FROM DX7

        <F6> TO SAVE A BANK

        <F7> TO SWAP INSTRUMENTS

        <F8> FOR INSTRUMENT LIST


    WHICH ?
```

Pressing the <F1> key will allow you to view the CATALOG of the diskette currently in the disk drive.

Pressing the <F2> key will allow you to delete a BANK file from a diskette. A detailed discussion of this can be found in the DISKING section of this manual.

Pressing the <F3> key requires you to supply the name of a BANK to be loaded from the diskette. Assuming the file is actually on the diskette, simply type in the name of the file and press the <RETURN> key to load the file.

Pressing the <F4> key will allow you to exit the SWAPPER program and return to the Main Menu.

The SWAPPER Program cont'd

Pressing the <F5> key on the computer keyboard will enable you to receive a BANK of voices from the DX7. To get the DX7 to send the BANK information perform the following steps:

1.) Press the orange Function button just below and to the left of the LCD display.

2.) Press the #8 button on the DX7 and continue to press it until the LCD reads MIDI TRANSMIT ?.

3.) Press the +1 (YES/ON) button just next to the data entry slider.

When the BANK transfer is complete the computer will display BANK DATA RECEIVED !!!. If the transfer was not successful, the computer will still read READY TO RECEIVE DATA... Repeat step 3 listed above.

If the transfer was not completed and you cannot get the BANK data into the computer, press any key on the computer to exit the receive process.

When you press the <F6> key, the computer will ask you for the name you wish to save the new BANK as. Type in the name on the computer keyboard and then press the <RETURN> key. Of course there should be a diskette in the disk drive to store the BANK on.

Pressing the <F7> key on the computer will allow you to access the SWAP portion of the SWAPPER program. The SWAP function allows you to move any two instruments within the BANK currently loaded in the computer.

Let's say for example that instrument # 1 is FLUTE 1 and instrument # 32 is TAKE OFF and that you wanted to move # 1 to # 32, and # 32 to # 1. After you pressed the <F7> key the list of instruments available in the BANK were displayed. Then you were asked to enter the 1st instrument to swap. You would then enter 1 and then press <RETURN>. Next you will be asked for the 2nd instrument to swap. You would then enter 32 and then press <RETURN>. The swap will then take place and the new order will be displayed on the screen.

To abort the swap process you merely press the <RETURN> key instead of entering an instrument number to return to the SWAPPER menu. Please note that it is your responsibility to SAVE the newly swapped BANK to the diskette by selecting the SAVE function from the menu.

The PERFORMANCE/7 Program

The following figure represents what is displayed on the screen when you have selected the PERFORMANCE/7 program.

```
                    PERFORMANCE/7
                    -------------

      BANK: 1-9  VOICE: 1-16  VOICE: 17-3
    1.
    2.
    3.
    4.
    5.
    6.
    7.



    BANK # 0
    BLF  # 1


          (1-9) = SELECT A BANK  <SPACEBAR> = MENU
```

The main function of the PERFORMANCE/7 program is to allow you to send any one of the seven BANKS you have loaded from the current Loader file into the DX7. You may accomplish this in one of two ways:

1.) Press a key on the computer between 1 and 7, and the program will transfer that BANK into the DX7 and then present a list of the 32 instruments contained in that BANK.

2.) You may also transfer a BANK to the DX7 from the DX7 . Instead of having to press a numeric key on the computer between 1 and 7, you may transfer a BANK by setting the MOD Wheel to maximum (100 %) and pressing one of the keys in the lowest octave of the DX7.

Here is a list of the BANKS that will be selected by pressing a key on the DX7:

KEY	BANK
C	1
C#	2
D	3
D#	4
E	5
F	6
F#	7

If you send a BANK in this manner, the program automatically resets itself so that it will not transfer another BANK until you move the MOD Wheel slightly downward, and then back up to 100 %. This has been incorporated in case you forget to pull the MOD Wheel back down after you have chosen a BANK.

In order for the DX7 to be able to receive your selections, the MIDI Channel must be set to 1 and the internal memory protect of the DX7 must be OFF !!!. Please refer to the section on SETTING UP if you have any questions on how to accomplish this.

Please note that if no BANK has been loaded into a particular location, the program will NOT attempt to send any information. For example, if you had not specified a BANK to be loaded into location # 9 in the CHANGE program, if you select BANK # 9 while running the PERFORMANCE/7 program then nothing will happen because there isn't any data present to send to the DX7.

Pressing the spacebar on the computer keyboard will bring up the PERFORMANCE/7 Menu. This is what is displayed on the screen when you select it.

PERFORMANCE/7

ENTER:

<F1> FOR CATALOG

<1-9> TO LOAD LOADER FILE

<F4> TO QUIT PROGRAM

<RETURN> TO EXIT

WHICH ?

The main function of this menu is to allow you to retrieve another Loader file from the disk. Remember, each Loader file contains the names of up to nine banks which will be loaded into PERFORMANCE/7.

Pressing the <F1> key on the computer will show you the catalog of files on the diskette and operates just like the catalog in the SWAPPER program.

If you press a key between 1 and 9, the computer will attempt to retrieve that # Loader file from the drive you have specified on the screen. Assume you hit the 2 key on the computer. The screen would then display:

INSERT DISKETTE AND HIT ANY KEY

This has been incorporated for those of you with several different Loader file diskettes. After you have hit any key, the program will look for LOADER:2 on the diskette and load the corresponding seven banks specified. If you change your mind and decide NOT to load a new loader file, press the <-- (left arrow) key and the 'load' process will be aborted.

Pressing the <F4> key will QUIT the PERFORMANCE/7 program and return you to the MAIN MENU screen previously discussed.

Pressing the <RETURN> key will return you to the first PERFORMANCE/7 screen displaying the seven banks currently loaded and the last BANK selected, with its instrument names.

****
* NOTE: *
****

The PERFORMANCE/7 program ALWAYS loads the Loader<--1 file when you initially run the program.

DISKING

This section of the manual will discuss in a rather simple manner some of the things you may want to do with your diskettes. For a more detailed explanation please refer to your computers documentation.

First, your PERFORMANCE/7 diskette is copy-protected. This means that you are UNABLE to make your own backup copies using off-the-shelf copy programs. To receive a backup copy of PERFORMANCE/7 at no charge, you must fill out and return the warranty card found at the back of this manual, and include a copy of your sales receipt. If, for any reason, you need a replacement (for either the original copy or the backup) at a later date please see the Warranty section of this manual.

From time to time, you should make a backup copy of your BANK diskettes by using a COPY program. Keep the backup copy in a SAFE place in case you accidentally destroy or lose the original. Date-labeling the backup will help you remember when it was made and what it contains.

A single diskette holds 35 tracks of a varying number of sectors each of which contains 256 bytes. You may access 664 of these sectors giving a total of 169,984 bytes on a diskette. A sector is also referred to as a BLOCK.

Your PERFORMANCE/7 diskette will allow you to store 32 BANK files. A blank data disk would allow you to store a maximum of 39 BANK files. An explation of the procedure to create 'blank' diskettes can be found at the end of this section.

It is very important that you take proper care of your diskette otherwise you will risk losing parts of your banks or possibly destroy the entire diskette !!!

1.) Never place your diskettes near anything magnetic like speakers, video monitors, T.V.s or any equipment that uses electricity.

2.) Don't bend or otherwise mutilate them or allow them to get dirty or wet.

3.) Never touch the small oval cutout on the bottom of the diskette with your fingers.

Treat your diskettes as you would a master 2 inch tape master. A little precaution will save you a lot of grief.....

From the SWAPPER MENU you have 2 Disk Options. The first is to display the catalog of the disk currently in the disk drive. Simply press the <F1> key on the computer. You will be prompted to hit return when the computer has finished showing you all the files on the disk. The files you will be concerned with will be Bank files and Loader files. A Bank file will appear as BNAME.C using the name you selected to save it as. A Loader file will appear as LOADER<--X.S where 'X' is the number of the loader file (1-9). Anything else on the disk is concerned with program operation and should NEVER be tampered with or altered by you in any fashion !!!

Again from the SWAPPER MENU you may press the <F2> key to select the DELETE a file option. After you have selected the delete option you will see:

Name Of File To Delete:

At this point the computer needs to know which file on the disk you want to delete. If we were going to delete a BANK file named TEST1 we would type in:

BTEST1

and then press the <RETURN> key. It is not necessary for you to type in the .C at the end of the name because the program will add that automatically after you have typed in the name. The disk will start to spin, find the file and delete it. Once a file is deleted IT IS GONE FOREVER !!!

If you want more information on your disk drive,please refer to your computers owners manual.

DISKING cont'd

Your PERFORMANCE/7 diskette contains 9 Loader files. You may transfer any of these Loader files to your own diskettes by performing the following steps:

1.) Boot the PERFORMANCE/7 disk.

2.) Run the CHANGE program by selecting <C> from the MAIN MENU.

3.) Load the Loader file you want to transfer (1-9) at the first prompt.

4.) Make any changes to the BANK names that you want.

5.) Remove the PERFORMANCE/7 diskette and insert the disk onto which you want to save the Loader file.

6.) Save the Loader file onto the new diskette by finishing the CHANGE sequence.

You may follow this procedure for any or all of the Loader files you wish. Please note that it is possible to have the same Loader file (LOADER<--1 for example) on several different diskettes. Each of these Loader files COULD contain different BANK names in them. Keep this in mind when you transfer Loader files from one diskette to another. If you're ever in doubt as to what a Loader file contains, use the CHANGE program to inspect its contents.

DISKING cont'd

The final area of Disking we will cover is how to create and initialize your own diskettes so you can save Voices and Banks to them. Following the instructions below on a disk that already has data of any kind on it WILL COMPLETELY DESTROY THE PREVIOUS DATA ON THAT DISK !!! When in doubt, Catalog that disk first to avoid a disaster ! The following steps are intended to be done on a BLANK diskette !

1.) Turn on your monitor, printer and disk drive.

2.) Turn on your computer.

3.) Insert your VIC-1541 Test/Demo diskette into your disk drive and close the drive door.

4.) Type in the following commands:

LOAD "C-64 WEDGE",8 and press the <RETURN> key

After the disk is finished loading type in:

RUN and press the <RETURN> key

5.) Remove your Test/Demo diskette and insert the disk you wish to 'NEW'. Be sure that the write-protect notch on the diskette is NOT covered. Now you are ready to 'NEW' the disk. You must supply a name (up to 16 characters in length) and a disk ID (2 characters long). We'll use the name 'TESTNEW' and an ID of XX in this example. Type in the following command:

```
>NEW:TESTNEW,XX
```

The disk will start to spin and in about a minute the diskette will be 'NEWED'. If you want more information about the operation of your disk drive, please refer to your user's manual for details.

From time to time you should make a backup copy of your voice/bank diskettes by using a COPY program and keep the backup copy in a SAFE place in case you accidentally destroy or lose the original. Writing the date you made the backup will help you remember when it was made and what it contains.

SUMMARY OF COMMANDS

A.) The MAIN MENU

The following list represents all commands recognized by the MAIN MENU program.

COMMAND	COMPUTER	DX7
Select PERFORMANCE/7 program	Hit <F1> key	N/A
Select CHANGE program	Hit <F3> key	N/A
Select SWAPPER program	Hit <F5> key	N/A

B.) The CHANGE Program

The following represents a summary of commands available from the CHANGE program.

COMMAND	COMPUTER	DX7
Load a LOADER: file	Press 1-9 at the appropriate prompt	N/A
Change BANK names in Loader file	Press Y or N at the appropriate prompt	N/A
Name a BANK in a location (1-7)	Type in a name and hit <RETURN>	N/A
Erase a BANK	Press <CTRL> & <X> then hit <RETURN>	N/A
Keep the same BANK in a location	Hit <RETURN>	N/A

SUMMARY OF COMMANDS cont'd

C.) The SWAPPER program

The following represents a summary of commands available from the SWAPPER program.

COMMAND	COMPUTER	DX7
Select Catalog	Hit <F1> key	N/A
Select Delete Files	Hit <F2> key	N/A
Load a BANK	Hit <F3> key	N/A
Quit SWAPPER program	Hit <F4> key	N/A
Receive a BANK from the DX7	Hit <F5> key	N/A
Save a BANK	Hit <F6> key	N/A
Swap two instruments in memory	Hit <F7> key	N/A
Display voices in BANK	Hit <F8> key	N/A

D.) The PERFORMANCE/7 program

The following list represents all commands recognized by the PERFORMANCE/7 program.

COMMAND	COMPUTER	DX7
Send a BANK to DX7	Hit a numeric key from 1 to 7	Turn MOD Wheel to 100 % and press a key between C and F# in the bottom octave of the DX7 keyboard
Select Menu	Hit <SPACEBAR>	N/A
Catalog disk drive	Hit <F1> key from	N/A
Load new LOADER: file	Hit <1-9> from Menu	N/A
Quit program	Hit <F4> from MENU	N/A
Exit Menu & return to program	Hit <RETURN>	N/A

Closing Comments

PERFORMANCE/7 was developed to assist the professional musician in live performance and studio applications where it is desirable to have a large number of instruments available for immediate use.

PERFORMANCE/7 will allow you to have 7 banks (224 instruments) loaded inside the computers memory, and to be able to transmit any one of them to the DX7 instantly in live performance or in expensive studio applications. This will eliminate the need for purchasing expensive data cartridges and locating them in time critical situations.

PERFORMANCE/7 is the second of many software packages planned by Mimetics Corp. Your comments on the general operation of the software and features or products you would like to see in the future are always welcome. If new revisions of software packages are released Mimetics Corp. will make them available to registered owners whose warranty cards are on file for a nominal charge. In this way you can be certain that the latest revision with the most features will always be available to you at very little expense.

The PERFORMANCE/7 software package is copy protected. This means that you will be unable to copy the diskette with standard copy programs. To receive a FREE backup copy of PERFORMANCE/7 you MUST return the warranty card with a copy of your receipt as proof of purchase Please allow 3 to 6 weeks for delivery.

SPECIAL NOTICE

Because of the custom copy protection used on this diskette you will NOT be able to use standard copy programs to make backups of this diskette.

We cannot overemphasize the importance of keeping a backup diskette that has your BANK files contained on it. Any time you SAVE a BANK onto your PERFORMANCE/7 diskette you should also IMMEDIATELY save that BANK to your backup diskette. A detailed procedure on how to make a backup diskette is described in the DISKING section of this manual.

PERFORMANCE/7 WARRANTY CARD

Name.....

Address.....

City..... State..... Zip Code.....

Place of Purchase.....

Computer owned.....

Interface card type.....

Other software you
would like to see.....

.....

Complete this form and mail it to:

Mimetics Corp.
P.O. Box 60238
Station A
Palo Alto, Ca. 94306

You MUST return this warranty card to receive your FREE backup copy and to register your warranty status !!!

mimetics™

P.O. BOX 60238 STA. A PALO ALTO, CA. 94306